

Maecht

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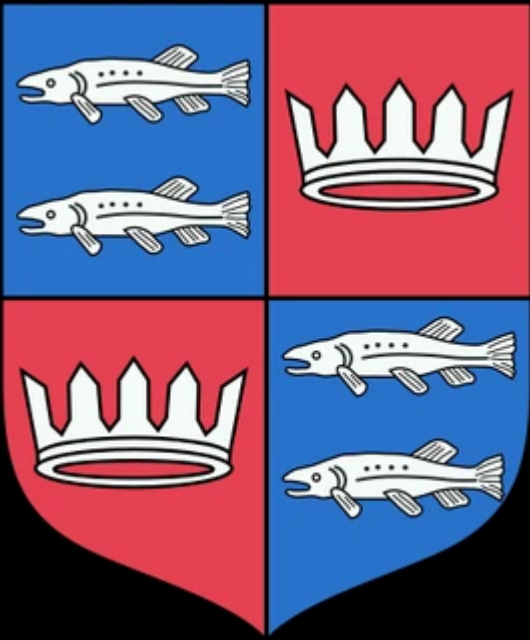
Maecht, named after its first king and founder, **Maecht Julen González Ibarra**, was a Nordling kingdom located in the southern area of the western coast of the [Old Continent](#). It was turned into a vassal state of the Nilfgaardian Empire in the year 1241, and later transformed into a region (in effect, a protectorate) of the Empire within the province of Metinna in 1253.

For this reason, historians consider the 1250s to be the true period in which it fell to the Empire, and not earlier, as the terms of vassalage imposed up until that point were very lenient. These conditions hardened with the rise of Emperor Emhyr var Emreis to power.

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Maecht



General information

Status	Kingdom (until 1241) Vassal Kingdom (1241-1252) Temporary Administrative Unit (1253) Region of the Metinna Province (1253-1257) Vassal Kingdom (1257-Onwards) [as a region within the Metinna Province, de facto a protectorate]
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Ruler

Elected King or Queen and their respective consorts (de facto, the Emperor of Nilfgaard)

Societal information

Official Language

Nordlingaen

Demonym

Maechtian

Religion

Mariren Bidea

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History

Very Ancient Times

Long before any civilization existed, it is likely that the territory of Maecht was submerged beneath the waters, given how flat the country is.

On the other hand, what *is* more certain is that, whether underwater or already

on land, several parts of Maecht were some sort of animal graveyard. This is due to the limestone present in the territory so commonly used in construction.

Pre-Human Times

Unlike many other places, Maecht was not extensively settled by elves. This was due to three factors: first, that the land was “*uninteresting*” in matters such as natural beauty or resources that could be carefully extracted without damaging said beauty, causing the only elven settlements to be the coastal trading posts of the Aen Taoide, that is, the Sea Elves, and even then strictly for logistical reasons. These posts were abandoned after the [First Conjunction](#).

The second factor was that the territory of what would later become Maecht lacked natural defenses.

And the third—and most important—factor were the goblinoids, its oldest inhabitants and widely believed to be native to the land. These peoples, despite most living in tribal states and only a few groups showing early Neolithic traits, were able to defend their homeland from outsiders.

This is known mainly thanks to the gnomes of Tir Tochair who, by the time the elves arrived on the Old Continent, attempted to establish a colony in Maecht. That colony failed and, according to surviving gnomish accounts, suffered the same fate as a simultaneous elven colonization attempt of non-Aen Taoide origin (believed to have been [Aen Elle](#))—complete destruction at the hands of the goblinoids through unknown means.

The most likely explanation is a mixture of primitive magic and guerrilla warfare—warfare that may not have been overwhelmingly powerful, but was so troublesome and relentless that it forced elves, gnomes, and probably other [races](#)—whose names or potential identities have been lost to time—to abandon the region entirely.

The Arrival of Humans and Halflings

Humans and halflings, as in most other places in the world, appeared in the 230s Before the Resurrection, that is, with the First Conjunction. In this case, we do not know how they arrived, only that they did. The humans, in this case, were not Nordlings (who would appear centuries later), but the Jende people. Some theorize that they may have been a splinter group of the Markee, who would later populate Metinna (given that Metinna and Maecht share very similar geography), but

this is not known for certain.

The consensus is that they were a different group. Unlike most pre-Nordling human groups on the western coast, they were not nomadic (or were nomadic for a very short time), but sedentary. This was thanks, largely, to the fact that all terrestrial monsters present in the region migrated away after finding no meaningful natural barriers upon arrival. And also thanks to a symbiotic relationship with the halflings, who, as mentioned, also appeared during the First Conjunction—though near its end—carrying with them sufficiently advanced knowledge of agriculture and animal husbandry, which they taught to their human allies.

This simple but effective symbiosis worked as follows: the halflings would work the land, and the humans would protect them from dangers. This allowed the establishment of what is perhaps one of the oldest states on the western coast—indeed, much older than the Imperium from which Nilfgaard would later draw so much inspiration. This state was the Batzorde Jende (literally in their language, *the Council/Assembly of the People*). The first known democracy in the western coast, and perhaps, in the entire world.

Expansion of the Batzorde Jende

Another reason not to consider the Jende people as part of the Markee comes from the fact that they were the ones responsible for the first human-provoked wars on the western coast, as well as the harsh treatment they gave to foreigners (something that would not have happened with the Markee had the ethnic differences been minimal). Naturally, their state (like all states — and even more so one located in flat, unobstructed territory) would eventually expand everywhere, and therefore, sooner or later, enter into conflict with various powers. Among these, in the north, were nations like the confederation of Markee states of Metinna, and in the south, non-human powers such as the Golden Empire of the [Aen Nílfe](#) elves, and human powers such as the Imperium, in what would come to be known as the Sweeping Wars, named after the way the Jende “swept” through their enemies.

It was these wars, in fact, that caused the spread of halflings across the rest of the Old Continent. Regarding the results of these wars, only in the north would they achieve more lasting success; in the south, powers like the already mentioned Golden Empire and the Imperium would sooner rather than later claim control over what the Jende had conquered.

Their northern territories would only be lost once their Markee enemies perfected the use of horses for war. These wars would also define, more or less, the later territory inherited by the Nordlings of Maecht.

The Internal Problems of the Batzorde Jende

It would be in the 4th century After the Resurrection when the Batzorde Jende would begin entering a slow decline—one that would not fully materialize until four centuries later, when the Nordlings finally appeared on the scene. Until that point, the state had limited itself to solving every problem through expansion. And it was during this era that the powers like the previously mentioned began taking the land the Jende had gained, as has already been noted.

This forced the Jende to confront everything they had failed to address properly. All of it would eventually culminate in what history appropriately calls the Age of Revolts, during which the Batzorde Jende went through countless internal conflicts that triggered rapid changes, which themselves caused further conflicts. This cycle led to economic crises and other complications piling up—until the Nordlings arrived and delivered the final blow.

One of the most notable problems of this period was the attempted integration of many goblinoids into Jende society. The original motive was to “*make better use of them*”, since until then they had been marginalized, expelled, or used as disposable shock troops in conflicts with other nations. However, this backfired: once “*culturized*,” many goblinoids rose up in arms to claim a better life, giving rise to numerous uprisings characteristic of the Age of Revolts.

The Arrival of the Nordlings

In the 790s, the Nordlings would arrive in the territory of Maecht, driven by colonizing migratory waves promoted by the various kingdoms founded along the modern borders of the Northern Kingdoms in the 760s for different reasons. Their exact place of origin and motives are unknown. Some historians suggest that the future Nordlings of Maecht may have come from Cidaris, given the similarity of certain surnames to those found in that kingdom—such as Esparza, for instance—but this is not known for certain.

These settlers, much like in Ebbing, established themselves along the coast without any trouble. However, because there was already a state present (unlike on the coast of Ebbing), they were forced to reach an agreement with them, that is,

the Jende nation. Surprisingly—considering both the Nordlings and the Jende mentalities—the agreement worked, without bloodshed and without either group stepping on the other.

The newcomers would found future coastal cities and be allowed to live there, in exchange for half of the income generated by these settlements going to the Jende state. Thus began, in a very humble way, the later Nordling dominance of the region: from simple coastal cities —perhaps colonies of Cidarian origin—, who gradually turned for some unknown reason independent and evolved into a kingdom.

The Disappearance of the Jende State and the Foundation of the Maecht

Despite what it might seem at first glance, the Jende state did not vanish outright; rather, it was gradually absorbed until, by the 9th century, nothing remained of it except its successor: the Nordling state of Maecht.

This happened due to the dire situation the Jende found themselves in—among other things, a catastrophic demographic collapse brought about by the conflicts and economic crises previously mentioned. This, in turn, caused the Nordlings, unintentionally and not through the typical clashes they tended to provoke with already-established peoples, to slowly expand into the territory with Jende approval as a demographic solution. In the process, they absorbed the remaining Jende until only Nordlings were left, and Jende heritage was reduced to being the ancestry of some families and a handful of cultural remnants such as religion and names.

This explains many of Maecht's peculiarities—most notably the comparatively better treatment of certain non-humans such as halflings. Another interesting example of this cultural legacy is the existence of Maecht's elective monarchy: a syncretism between the feudal society brought by the Nordlings and the democratic system that had governed the Jende.

As for the name of the country, it is believed that it did not arise because its first king, Maecht, imposed it. Rather, people from other Nordling lands began calling the new state "*the country of King Maecht*," and eventually the name stuck—among locals and foreigners alike.

The Vassalage of Maecht

After the conquest of Ebbing, the Empire's next target was Maecht. Not because the kingdom was particularly interesting to the Empire in itself, but because it would serve (and would indeed serve in the future) as a forward base for the conquest of new territories.

Thus, in 1241, the Empire launched its campaign against Maecht. However, it encountered barely any resistance, due to internal conflicts among the local nobility. This, combined with Maecht's geography, granted the Empire the fastest victory in its history: it reached the gates of Maecht city in just a few days. The city capitulated almost immediately to avoid bloodshed, and the reigning monarch at the time, Akerspaark, ultimately turned Maecht into a vassal of the Empire in order to prevent the invaders from ravaging the land should vassalage be refused.

Fortunately for Maecht, this decision earned the king the favor of the Imperials, and the conditions of vassalage were relatively lenient.

The Sprouts

However, despite these conditions, and precisely because of the rapid capitulation, several nobles organized a series of rebellions in an attempt to free themselves from the Empire and prove that it was a giant with feet of clay. These rebellions failed, were short-lived, and were swiftly suppressed.

They were later collectively known as the Sprouts, since, like weeds, they were quickly uprooted. The only seed they left behind was that of rebellion itself, which would later resurface alongside other uprisings across different countries in the 1260s.

After these events, most of Maecht's royal institutions were dismantled, and a large part of the nobility, including a large part of the family of the elected king was forced into exile, including members of the royal family. Maecht was thus transformed into a special temporary administrative unit, remaining so until the rise of Emhyr.

The New Normality

In 1253, Maecht would remain a temporary special administrative unit, outwardly ruled by King Akerspaark, but *de iure* it would be transformed into a region, as in order to prevent further rebellions, the imperial nobility had

decided to nilfgaardize it. Said region would be placed within the newly created province of Metinna.

However, once Emhyr came to power, for reasons unknown—perhaps because, while cursed, he had pretended to be a prince of Maecht, and it was partly thanks to that disguise that he was cured—he changed those plans. The regional status was kept on paper, but de facto, Maecht was once again transformed into a vassal state, functioning as a protectorate.

Thus, one year after coming to power, in 1258, Emhyr restored the royal institutions, returned almost all of their former autonomy, and even “*organized*” elections (which were, in reality, rigged), in which Hoët—the king most favorable to the Empire—emerged victorious. Meanwhile, Akerspaark, after being almost killed, was forced into exile along with the rest of his family, who had already been previously exiled, dying shortly after of acute pneumonia.

Ebbing Confederation Insurrection

The 1260s were a turbulent period for Maecht, as part of the country, still resentful over the vassalage, harbored a strong desire to rebel. This would eventually lead Maecht to become involved in the first large-scale armed uprising against the Empire, later known as the Ebbing Confederation Insurrection.

The insurrectionary confederation initially began in [Ebbing](#) around 1265, but it was swiftly crushed after a two-day siege of the kingdom’s capital, Ebbaix. The remaining insurgents fled to Geso, where the rebellion spread, and to Maecht, where Duke Rudiger of the autonomous community of Lurlasaia led his vassals and their troops against the imperials.

This prompted Emhyr var Emreis to dispatch the later infamous Pacifiers from the province of [Gemmera](#) to suppress the rebellion. What followed, however, turned into a massacre, in which thousands of rebels were killed and numerous cities and settlements were pillaged and burned to the ground, among them the city of Thurn in Maecht.

After Nilfgaard crushed the insurrectionary confederation, the forests were flooded with deserters and fugitives, who quickly organized themselves into bands. Some of these groups attacked convoys and transports, only to gradually disappear during desperate attempts to evade Nilfgaardian cavalry units.

Nevertheless, likely due to the affinity Emhyr felt toward this vassal state, Maecht did not suffer any further punishment, beyond the replacement of King Hoët in new elections, as he was deemed responsible for allowing the insurrection to take place. From these elections—or rather, from Emhyr's decision—emerged a new monarch: King Egoitz.

The Northern Wars

Despite being a vassal state of the Empire, Maecht did not take part in the Northern Wars—at least not by directly sending troops to the front. This was due to the severe demographic consequences left by the Insurrection of 1265, from which the country would only begin to recover in the 1290s.

The only assistance provided came in the form of mercenaries, and a small number of engineers, who nonetheless proved crucial to the advance of the imperial army in its attempts to conquer the North.

The Haaki Invasion

On their way toward the modern borders of the Northern Kingdoms, the eastern invaders and their hordes largely bypassed Maecht due to the flat nature of its territory, only raiding and destroying a handful of settlements that lay directly in their path.

Administrative Division

Maecht is divided into four autonomous communities, each of them governed by a duke. These autonomous communities are, in turn, divided into four regions, which are themselves divided into four governances, which are then divided into four municipalities, each of which is further divided into sectors. All of these are governed by nobles of ranks lower than that of duke, such as marquises, counts, and barons.

The king oversees the general needs of the country (limited by the interests of the dukes), the dukes oversee their autonomous communities (limited by the interests of the marquises), the marquises oversee their governances (limited by the interests of the counts), and the counts oversee their municipalities (limited by the interests of the barons, who in Maecht act as the equivalent of mayors, but with slightly greater power due to governing larger territories). The barons, in turn, govern their sectors (limited by the

interests of everyone above them).

Borders

Maecht borders Metinna to the north with the Yelena river acting as a natural frontier, Ebbing to the south with the Sylte river acting as a natural frontier, Geso and the Tir Tochair Mountains to the east, and the Great Sea to the west.

Coat of Arms

The coat of arms is a reflection of the country's two major economic sectors, represented in red (secondary sector) and blue (primary sector), divided into four quarters that represent the four autonomous communities into which the country is divided, each bearing one of these two colors.

Within the red areas, depicted in white, are two crowns, representing their owners, since the textile and construction industries are controlled by the nobility and the bourgeoisie. In the blue areas, two fish appear in each quarter, for a total of four, representing livestock, fishing, agriculture, and mining. For although agriculture is not as relevant as livestock, it does exist for very obvious reasons.

In heraldic language, the shield would be described as follows: *Quarterly; I and IV Gules two fishes Argent, II and III Azure three crowns Or.*

Economy

Maecht's economy is based on the primary and secondary sectors.

In the primary sector, more specifically on livestock farming and fishing. The soil is fertile, but not as much as that of its southern neighbor Ebbing with its marshlands.

Mining is also present. However, as with the soil, metals are not as abundant as in other places. Mining is carried out in open pits, and most of what is extracted are materials such as limestone, which is usually used internally, with any surplus being sold to other territories—mostly to its neighbors Ebbing and Metinna.

The secondary sector consists of the textile industry and construction, the only industries in which Maecht can compete on equal terms with other countries or imperial regions. Other industries, such as shipbuilding, are already heavily dominated by other nations or regions. The majority of its textile production goes to Metinna, its largest buyer, since the steppes do not produce high-quality fabrics. As for construction, Maechtian workers are frequently sent abroad; they are renowned for being fast, effective, and efficient, as well as superstitious—making it easy to notice when a building was constructed by them.

In addition to these two sectors, there is also a modest service sector, located mostly along the coast, though it is nowhere near comparable to what its neighbors offer.

Etymology

Similar to other territories populated by Nordlings, the name comes, as already mentioned, from its founder and first king, in this case, King Maecht.

Government

Maecht functioned, up until its conquest, as a quasi-democracy due to having an elective monarchy. The difference from other elective monarchies lay in the fact that the monarch was chosen not only by the high nobility, but also together with members of other classes high in the social hierarchy, such as the clergy, and—starting in the 13th century—the bourgeoisie.

In addition, monarchs had the custom of organizing referendums in matters of vital importance, in which everyone could participate. However, due to various interests, most of these referendums—despite the good intentions behind them—were far from clean, and in many cases (whether through media manipulation or otherwise), they were rigged.

Moreover, unlike other elective monarchies, Maecht's was not parliamentary. It was, like many other feudal systems, absolute—yet held in check by nobles and other groups. The difference was that, unlike a traditional monarchy, restraining the ruler was much easier, since a vote among nobles, clergy, and bourgeoisie could remove the monarch from power.

After becoming a vassal of the Empire, the elective monarchy was retained, but

the nobles, clergy, and bourgeoisie lost their voting power, as it was transferred to the Emperor, who in practice controlled the country.

Geography

Most of the country (similar to what happens with Ebbing and Metinna) is flat. Its only mountains are the Tir Tochair Mountains, which separate the country's interior from the Korath Desert in the east. There are some hills, but they are scarce and very scattered, with only a few located close enough to one another to form small valleys. Most of these hills—unlike in Ebbing—are located in the west, that is, near the coast.

Climate

Despite its more northern latitude, Maecht possesses a unique climate, in this sense reminiscent of the equally unique arid climate of the Cintran vassal duchy of Attre in the Northern Kingdoms. This climate is a humid-dry type with a balanced tendency. This is mainly due to its flat orography, which makes it difficult for clouds to release rain over its territory in the way they do in lands further south, such as Ebbing or Gemmeria. Notably, and ironically, the areas farther east—those closest to the desert—are greener than the areas farther west. All of this is thanks to the blockage created by the Tir Tochair mountains.

Thus, the seasons are evenly distributed, yet also heavily blurred, especially spring and autumn—similar to what occurs in more southern climates such as that of Lower Alba, i.e., the core of the Empire, summers are dry and hot, and winters mostly mild and rainy. The little snow that does fall in Maecht tends to disappear not so much due to heat, but because of subsequent rainfall. Said rainfalls are extremely variable, as they depend on how much moisture the clouds bring from the sea.

Flora and Fauna

Maecht, despite being flat, is not made up of steppes. Rather, it consists of a collection of forests separated by vast clearings (some artificial, others natural), dotted from time to time with villages, towns, and cities. The landscape is quite similar to that found in other northern vassal states, such as Toussaint, for

example. Evergreen trees are abundant, along with aromatic plants, shrubs, and thorny vegetation, which together form the habitat of animals such as squirrels, wild boars, rabbits, hares, and various kinds of lizards, as well as birds like eagles and vultures, and a great number of insects. Insects which, in some areas, are in fact used in certain dishes—especially ants, as they are the most prevalent.

The major difference compared to Toussaint's landscape is that Maecht is drier (since its rivers act as borders and there is no major river running across the country from end to end), and that, when it comes to large predators (aside from monsters), instead of panthers there are pumas adapted to the plains of the country. These pumas are, in fact, the heraldic symbol of many noble houses of Maecht.

Culture

Accent

Just like in other places where Nordling Common is spoken, Maechtians possess an accent of their own. It is characterized by the pronunciation of “c” as “s”, “s” as a double “s”, “h” as “f”, “l” being silent, and “l” being partially aspirated/pronounced.

Architecture

The architecture of Maecht is characterized primarily by its color, orientation, placement, and shape.

The color is mainly white, due to the limestone that is so widely used. The orientation is influenced by how superstitious the people are, making that houses are oriented in a specific way to avoid things such as “*bad luck*”, “*bad energies*” and so on (in fact, Maechtians have an entire art dedicated to how to decorate both the interior and exterior of a house “*correctly*”). And the placement and shape are a slight influence from the halflings, causing at least two floors of a four-story house (if not more) to be usually buried underground, and the shape to vaguely resemble the homes of that race.

Army

One of the reasons why Maecht ended up becoming a vassal state was its army.

Not because it had outdated technology or poor tactics, but because it was, in a certain sense, poorly organized. The army, in order to prevent the king from carrying out a coup d'état and gaining absolute power, was divided into four sections, each under the authority of the dukes of the autonomous communities. A small portion (that of the community where the capital—and therefore the royal palace and the king—were located) was meant to be under the monarch's control, yet even then, it still depended on the orders of the duke of that community.

This led to a situation where, when the Empire reached Maechtian territory, despite the king's pleas for assistance to defend the kingdom, the dukes spent more time arguing than acting. Combined with the kingdom's geography, this ultimately caused its rapid capitulation when imperial forces reached the capital and seized it with virtually no resistance.

The only fortunate aspect was that, thanks to this lack of resistance caused by the decentralization of the army, the terms of vassalage from 1241 to 1257 were relatively lenient.

Clothing

Due to being an almost entirely flat land, Maecht is a relatively windy place compared to other regions (though not as much as Gemmeria, for example, because of its inland sea), which leads to clothing being primarily long and compact to avoid the sensation of cold—whether caused by the wind or amplified by it, depending on the time of year.

The only difference between seasons is the number of layers: fewer in summer, and—obviously—more in winter.

Currency

Maecht's currency is the sceptre: a coin minted from the rare Maechtian gold, also known as freckled gold. This type of gold is characterised by naturally containing traces of other golden-coloured metals which, as the name suggests, make it appear speckled.

It is thanks to this metal that Maecht was, in part, able to secure its place as a country on equal footing with other Nordling nations, due to the rarity of the material.

Its value approaches that of the denar, though still remaining far below the floren.

The coin is named as such because it is tradition for every King of Maecht to possess a unique sceptre. This sceptre is engraved on the coin's obverse, along with the year in which the king began his reign. On the reverse, the monarch's portrait is engraved, accompanied by the year of minting.

After the vassalage, the coin continued to exist, but now coexisted with the newly introduced Nilfgaardian floren and the more common (but previously rare) denar, becoming more broadly used across the whole country rather than mainly in the south, due to the sceptre having lost much of its initial value.

Cuisine

Maechtian cuisine is characterized by its simplicity (given the land's not-so-great fertility and thus it's more reliance on livestock and fishing), yet it remains similar to the cuisine of territories such as [Nazair](#), in the sense that the food is known for being complex and heavy. Most dishes are, naturally, composed largely of meat, milk, eggs, and fish.

Education

Education, as in other Nordling countries, is only fully accessible to the wealthier classes. However, there is a notable difference. What is restricted is medium to advanced education, with the exception of the most manual trades. This is because basic education is considered a primary necessity.

Unlike in other regions, this basic education is segmented: it does not simply consist of teaching reading and writing. Instead, depending on the area, only the most essential knowledge relevant to that zone is taught. As a result, for further education, students who are not well-off must largely fend for themselves.

The only real exception, so to speak, is magical education, which usually depends on a combination of money and natural talent—sometimes money alone, sometimes talent alone. In large cities, where several schools exist, basic instruction is provided according to the specific district of the city and its needs. In villages, however, education is far more generalist, and does include skills

such as reading and writing.

Magic

As in other Nordling countries, [magic](#) is the domain of mages. Although in certain points of history —especially along its border with Ebbing (due to that country having been partially colonized by Skelligers)— druids also existed. However, unlike in Ebbing or in the even more southern, Gemmeria, these druids sooner rather than later disappeared almost entirely once mages appeared, leaving behind only a few remnants in the most remote areas of the country.

However, Maecht's distance from countries such as [Redania](#) or Kaedwen (where the academies of [Aretuza](#) and Ban Ard are located, respectively) forced the establishment of a minor magical academy compared to the aforementioned ones, so that anyone with magical talent in the country could be trained —not only to later make use of their magical abilities, but, in many cases, to avoid the consequences of being an untrained Source.

This academy is called Elelín, and it is located in the kingdom's namesake capital, that is, the city of Maecht.

Mentality

The Maechtian mindset is defined by two key elements: being closed-off (not to be confused with conservative, which is different), and focused on living in the moment. This is mainly due to two major factors: the flat terrain, which in the past caused conflicts very easily with neighbouring countries, and the presence of the more savage goblinoid groups and their actions which, combined with those conflicts, created in early Maechtian society the need to focus on the present, live in the moment, follow one's instinct, and, if tomorrow one survives, then good—that attitude eventually passed down to their descendants until it shaped the modern Maechtian.

This does not mean they are a hedonistic people—quite the opposite. They are close-knit and hardworking, preferring to build the block rather than think of the whole wall or entire building, to put it in architectural terms, since they believe that each day, not life as a whole, must have a purpose that contributes to a greater purpose. Hence why hedonism is not really their thing (although celebrations, as everywhere, do occur from time to time).

They are closed-off due to those past conflicts, which makes them not very

welcoming unless the exchange is equitable, but once the barriers of mutual unfamiliarity are broken, they become quite warm in their interactions thanks to that mentality of living in the present and following instinct, as already mentioned.

Among their flaws, the most notable is that this present-focused worldview causes more internal conflicts than they would like to admit (marriages and their subsequent divorces being a prime example), as well as a certain tendency towards naivety that can lead to disaster when they fail to see the medium- or long-term consequences of something.

Music

Music in Maecht is quite similar to that of its neighbors Ebbing and Metinna, differing mainly in the very common use of string instruments such as the guitar, harp, banjo, and mandolin; time signatures ranging from 5/4 to 9/9; a note range that spans from E to G; and lyrics that usually narrate intimate aspects of the composer or a chosen figure. In the latter case, the tone carries a certain reminiscence of epic poetry, though much more restrained, less decorated, and more raw, with faint hints of bucolic poetry.

Security Forces

Maecht possesses, aside from its army, a set of security forces tasked with dealing with crime, popularly known as the Blue Belts. They became infamous for arriving far too early to crime scenes — to such an extent that crime simply did not occur, and therefore they were unable to perform their job, since, for obvious reasons, crime did not happen until after they left.

Social Structure

Like the rest of the Nordling countries, Maecht is a feudal society. Its social structure is pyramidal, divided between the nobility/bourgeoisie, followed by mages, then the clergy, and finally the rest of the population.

The difference with other Nordling societies lies in its social mobility (derived largely from the semi-democratic nature of the country), which allows, in many cases, people of humble backgrounds—through work and effort—to reach higher positions. Mostly, these positions are those of the clergy or the bourgeoisie, although due to this semi-democratic system, there have been cases of kings

who, thanks to their charisma, despite coming from very humble origins, managed to be chosen as monarch.

Superstitions

Maecht is the most superstitious territory of the entire western coast. Even after its vassalage, with the Empire trying to impose the law of reason through its influence, these superstitions remained, superstitions so varied and so individually important that highlighting any single one as “*the most relevant*” would be impossible.

These superstitions originate, in many cases, from the earliest interactions humans had with the different goblinoid groups in the region (especially the most feral ones), based on how certain objects or behaviors served to calm them, scare them away, kill them, and so on. To this must be added the culturally subtle yet significant influence of the halflings, who—although they never founded a state of their own due to “*arriving too late*,” compared to other races, and thus being forced to adapt to already-established societies—nonetheless left a considerable mark, at least on Maecht by passing on part of their own superstitions to humans. Superstitions that have their origins, in some of the halflings characteristics such as being unaffected by magic, which led them to develop a vast set of cultural superstitions regarding not only magic itself, but also many phenomena that lie beyond their reach.

Women ´s rights and sexual minorities

Thanks to the mages, just as in many other Nordling territories, people eventually grew accustomed to other sexual orientations, making them generally not persecuted (at least among the upper classes—some sectors of the priesthood and the lower classes are a separate matter).

On the other hand, women’s rights in Maecht are equal to those of men. This is due both to past struggles that challenged unequal norms, and to other factors such as the flat geography, which required anyone in a town or city to know how to fight in case of an enemy attack, as well as the mostly absence of land-based monsters brought by the First Conjunction. This lack of external threats meant there was no perceived need to “*protect*” women as happened elsewhere, avoiding the rise of a patriarchal system—and thus, avoiding legal inequality.

In fact, Maecht was once well-known for its remarkable and, to many foreigners,

striking female knights also called in other parts of the world lady knights, something that—even in Nilfgaard, the so-called beacon of civilization and progress—remains at the very least a subject of controversy.

Writing System

As in other Nordling-populated regions, the modern alphabet is used to write not only Common Nordling, but also the other languages spoken there.

Examples of Maechtian Names

Maechtian names are structured as follows: **first name + second name + affiliative surname + second surname.**

In the case of the nobility, an additional surname may be included, taken from the father or the mother, depending on which of the two holds greater importance.

In general:

- The first name serves as the person's main identifier.
- The second name functions as a time indicator.
- The first surname shows parentage (it varies depending on whether the father or the mother is considered more important, and uses the suffix -ez or -az, derived from ze/za/zi in Common Nordling—meaning “of”—plus the parent's name).

The second surname is equivalent to the surname used in other regions of the western coast, and is the one that is inherited.

Example

Maecht (first name), Julen (second name, indicating he was born in July), González (affiliative surname, “son of Gonzalo”), and Ibarra (“plain” in Common Nordling, functioning as the inherited surname).

Examples of Maechtian Male Names

Abundi, Adiran, Aetz, Agapeto, Ager, Agosti, Aide, Aieko, Aiert, Aietz, Ainar, Aitzol, Akespaark, Aketza, Alar, Alatz, Alfontso, Anai, Anartz, Ambros, Ambrosio, Anen, Aner, Anixi, Antxon, Argoitz, Aritza, Arnaitz, Arnatz, Asse, Auritz, Aurken, Auxtin, Balentin, Baleren, Basillide, Benedikto, Bernat, Bingen, Bitoriano, Bixente, Bizente, Boreas,

Dabi, Dei, Deunoro, Dominix, Dunixi, Egoitz, Elai, Eleder, Ellande, Emeteri, Enai, Eñaut, Enetz, Erkaitz, Erlaitz, Erroman, Estepan, Euken, Gabirel, Gaitzka, Gari, Garikoitz, Gartzen, Gergori, Gilen, Gillen, Gillermo, Glizerio, Gontzal, Gonzalo, Gorm, Haimar, Haitz, Haritza, Hedoi, Hegoi, Hiazinto, Hoët, Horm, Ibón, Inaxio, Inazio, Iñigo, Inixio, Inozentzio, Iontxu, Ioritz, Iosu, Ipar, Irai, Iren, Iurgi, Ixaka, Jabier, Jagoba, Jakobe, Jerolin, Joakin, Joritz, Josetxu, Joxe, Joxean, Joxerra, Joxin, Jurdan, Jurgi, Justi, Kaio, Kandido, Karlos, Karmelo, Kauldi, Ketxus, Kimetz, Kindin, Kintiliano, Kintilio, Kintilo, Kinto, Kirmen, Koikili, Koikilli, Konon, Kostobare, Kostobaro, Kristobal, Kristobare, Lain, Lander, Laurentzi, Leontxo, Lie, Liher, Lirain, Lon, Lorentzo, Maiu, Manex, Mendekoste, Mikelon, Mikels, Mixel, Montxo, Nahi, Nakor, Nartziso, Nikolax, Oian, Oktabio, Omobon, Orkatz, Orko, Orm, Osoitz, Otsoko, Oxkar, Ozeano, Pabirtzi, Palben, Pantxo, Paskoal, Paulin, Paxkal, Paxti, Pelaio, Pello, Perderika, Piarres, Pidel, Polendin, Polentzi, Prantxes, Probo, Prudentzio, Ramuntcho, Rikardo, Rudiger, Sadorn, Salbatore, Sanduru, Saturdi, Saustin, Seberino, Simako, Steben, Sugoi, Tartalo, Tertulen, Tontxu, Torkora, Torm, Txaber, Txabi, Txarli, Txillardegui, Tzepirin, Udalaitz, Ugaitz, Ugutz, Unatz, Urtzi, Xabat, Xandres, Xanet, Xarles, Xenki, Xuban, Yoseba, Yulen, Waxo, Zakari, Zeian, Zernin, Zipiro, Zipriano, Ziro, Zizeron, Zoil, Zumar, Zunbeltz.

Examples of Maechtian Female Names

Abarne, Abeliñe, Aberria, Abesti, Abieta, Adartza, Adats, Adiane, Adirane, Aduna, Agara, Agerkunde, Agerne, Aginaga, Aginarte, Agirre, Ahuñe, Aiago, Aiala, Aiane, Aiantze, Aiara, Aimara, Ainare, Aines, Aingerua, Ainhize, Aini, Ainitze, Ainize, Aiora, Aitane, Aitxiber, Aitza, Aitzi, Aitziber, Aiza, Aizane, Aizeti, Aizkoa, Aizkorri, Aizpea, Alaine, Alaiza, Albia, Albiñe, Albira, Alda, Alegia, Alesandere, Aletxa, Alexandere, Alfontsa, Alfontsin, Alia, Aliza, Alizia, Almike, Alode, Alodi, Aloise, Aloña, Amade, Amagoia, Amagoia, Amale, Amalur, Amate, Amatz, Amele, Ametsa, Ametz, Amilamia, Anastase, Anaurra, Anbortse, Andere, Andoliñe, Andone, Anene, Añes, Ani, Ania, Anixe, Antia, Antselma, Antselme, Anttoni, Antxone, Antziñe, Anuntxi, Apolone, Arana, Arane, Arazeli, Arene, Aretxa, Argentina, Argia, Arhane, Ariñe, Aroia, Arrate, Arrene, Arritokieta, Arritxu, Arrosa, Arrosali, Arrosane, Arsene, Artea, Astere, Asuntxion, Atanase, Aterbe, Atsege, Atsegiñe, Augustiñe, Auri, Aurkene, Austitza, Austiza, Azegiñe, Azuzena, Babesne, Baiaz, Bakartxo, Bake, Bakea, Balendiñe, Balene, Valentina, Balere, Balerene, Basile, Bataw, Batirtze, Batiste, Beltzane, Benardiñe, Beñate, Benedite, Beniñe, Berbixe, Berbizkunde, Berbizne, Berenize, Benardiñe, Beronika, Beronike, Betire, Betixa, Bibiñe, Bihotza, Bihozne, Bilbañe, Bildosne, Bingene, Birjinia, Birkide, Birkite, Bittori, Bixenta, Bizenta,

Burne, Danele, Dare, Deba, Deiane, Deiene, Deina, Deiñe, Deitze, Deñe, Deunorone, Diñe, Dogartze, Domeka, Dominixe, Dorleta, Dunixe, Eba, Edubige, Edurra, Edurte, Edurtza, Edurtzeta, Egia, Egokiñe, Ekaitza, Ekhiñe, Ekia, Ekiñe, Elaia, Elbira, Elbire, Ele, Elisene, Elix, Elixabet, Elixane, Elixane, Eloria, Elorie, Elorri, Elorria, Elurra, Emilene, Emille, Emillene, Enea, Eneka, Eneritz, Engrazia, Eratsune, Erdiñe, Ermiñe, Erradegunde, Errakel, Erramona, Erramusa, Erregina, Erromane, Errosale, Errose, Errukia, Errupiñe, Estebenia, Estibalitz, Estibaliz, Estitxu, Etorne, Eulale, Eunáte, Euria, Eustakia, Eustase, Eztia, Eztibariz, Eztizen, Fedea, Felikite, Filomela, Finia, Florentzia, Frine, Gabone, Gadea, Gaizkane, Garai, Garaiñe, Garaine, Garaipen, Garaitza, Garazi, Garbikunde, Garoa, Gartze, Gartzene, Gentzane, Geraxane, Gergore, Gerturde, Gexina, Gixane, Gizane, Goiatz, Goizalde, Gorane, Goratze, Gurenda, Guruzne, Haizeder, Haizene, Henriketa, Hostaizka, Iani, Ianire, Ibaia, Ibone, Iera, Igaro, Igoa, Ikerne, Ikuska, Ilargiñe, Ilazki, Ilazkine, Ilia, Illare, Illuna, Mistle.

Examples of Maechtian Unisex Names

Abigael, Adi, Aihen, Aiuri, Alai, Alaitz, Alhué, Alihuén, Aluhé, Alluitz, Amil, Amaiur, Anitea, Antú, Agastz, Argenis, Arai, Araitz, Aran, Aria, Aunitz, Bidatz, Bonfatz, Dayán, Danel, Dicitze, Diomar, Edmar, Ekai, Elur, Enar, Ener, Erlan, Dosi, Febrer, Getari, Graciel, Gure, Haize, Haran, Herlis, Iraitz, Iraultza, Ireber, Islén, Itoitz, Itzel, Jarolin, Joar, Julen, Kendris, Lizar, Luar, Luán, Maren, Martivo, Nelsis, Novemzbi, Saultza, Septem, Sielai, Octaz, Odei, Orhi, Xiomar, Zady.

Examples of First Surnames

Adinaraz, Adiez, Aetzaz, Alaiez, Alihuénaz, Alvarez, Amilaz, Anenez, Antúez, Antunez, Antolinez, Argenisaz, Araiez, Aranaz, Ariaz, Bakeaz, Bidatzaz, Benítez, Bermúdez, Chavez, Dayánaz, Dosiaz, Díez, Diegue, Domínguez, Ekaiáz, Elurez, Enaraz, Enriquez, Erlanez, Estevez, Febrerez, Florez, Fernández, Fáñez, Getariaz, Gracielez, Gureaz, Garaiez, González, Gómez, Gálvez, Galíndez, Gutiérrez, Hernández, Ibáñez, Idiaquez, Iriaquez, Iñíguez, Jiménez, Odeiaz, Kendrisez, Lainez, Márquez, Méndez, Mínguez, Martinez, Menéndez, Nuñez, Ordóñez, Paez, Pérez, Pelaez, Rodríguez, Ramírez, Saez, Sánchez, Salvadorez, Septemaz, Suárez, Trevélez, Yáñez, Yagüez, Valdez, Velázquez, Velez, Xiomarez, Zadyez.

Examples of Second Surnames

Abaca, Abadiano, Abaieta, Abainza, Abaiz, Abalia, Abar, Abaroa, Abarria, Abarza,

Abaunza, Abelan, Abiaga, Abunartia, Acedo, Adamiz, Ager, Ainchart, Aizpak, Akerza, Aldaiz, Aldaka, Aldao, Aldaola, Aldate, Alday, Aldebaran, Aldeta, Aloña, Altor, Altsu, Alzaga, Alzaran, Allo, Amasa, Amillaga, Badiola, Balan, Balda, Balz, Baqueriza, Baratz, Baraze, Bareño, Basaon, Basoeta, Bayondo, Belasco, Berroya, Cabarrus, Calamendi, Cambo, Camiragua, Caperochipi, Caraza, Carranza, Ceberio, Celayaran, Cendoya, Chacón, Chara, Chocano, Ciga, Cuende, Damborenea, Daoiz, Darieta, Darrigol, Dendari, Derteano, Diriberry, Dorrandia, Duhalde, Durati, Eakurra, Echabal, Echabe, Echamaite, Echea, Egillor, Egurza, Eiza, Eleta, Elosua, Enda, Eper, Erbi, Ereño, Eriz, Erreka, Erroa, Fano, Forua, Gaby, Gados, Gainza, Gal, Galdor, Gallaga, Garbayo, Garea, Garrabe, Garrastazu, Garraza, Gastesi, Gautxori, Gazitur, Gesaldu, Goena, Goiri, Goldar, Goñi, Goyaz, Haisouet, Harraz, Hernio, Ibide, Ibarra, Idieder, Igor, Iphar, Iroz, Jaso, Justiz, Kabi, Kerispe, Kulubiz, Labarga, Lagar, Lanz, Larrasuge, Larruzea, Laya, Leoz, Lizaso, Loizu, Luchana, Luzuriaga, Macaya, Maiza, Mendia, Muzkiz, Naba, Nai, Narkue, Nuin, Okil, Orega, Orma, Oronz, Ortun, Oyanto, Oztodei, Pagadi, Pereda, Picamendi, Portux, Puyana, Querejaga, Reca, Retes, Roa, Robina, Rotondo, Sabaiza, Saenz, Sagarza, Saracho, Seña, Sola, Telleria, Tximist, Ubago, Ubero, Ubikain, Unzaga, Urbe, Uriol, Usoa, Velaz, Viana, Yabar, Yerobi, Yurre, Zadorra, Zorroza, Zozaya, Zuazua, Zurita.

Demographics

The kingdom has a total population of one million five hundred thousand people. Of these, approximately 50% are Maechtians. 30% are non-humans of various kinds, though the majority are halflings and goblinoids. The remaining 20% is divided between foreign Nordlings from other countries—mostly from Ebbing and Metinna—Nilfgaardians, foreigners from "*Beyond the Seas*", and partially non-humans, especially part-halflings, along with foreign non-humans.

People

The average Maechtian physically resembles any other Nordling from any other Nordling-populated territory. The only notable differences that indicate a Maechtian is from their land are that, from the full range of skin tones Nordlings possess—from pale to swarthy—Maechtians display far more intermediate tones between both extremes; the higher presence of hair colors such as chestnut and brown; the fact that they are slightly shorter than the average

Nordling, partly due to mixed ancestry with halflings; and, also partly due to that same halfling mixture, the greater prevalence of eye colors such as hazel, freckled hazel, and dark hazel. These appear alongside other colors of purely human origin, such as grey, blue-grey, deep blue, blue-green, brown, and amber.

Language

The main language spoken in Maecht is [Nordling Common](#), followed by Halfling, since in Maecht the halflings managed to preserve their original tongue. After these two, the third most spoken language is recent [Nilfgaardian](#), followed by a Nordling Common–Halfling creole, a Nordling Common–Nilfgaardian creole, and various coastal pidgins and trade creoles.

Additionally, Goblin is also spoken, but only among the more feral goblinoids, as the rest of Maecht (and not without some justification beyond mere hatred of non-humans) consider it a language of uncivilized folk.

Monsters

Being an almost entirely flat land, most monsters found in Maecht are subterranean or semi-subterranean in nature. Those that were not — for the most part — migrated out of what is now Maecht to other regions long ago. Along the border with the Tir Tochair Mountains, however, one can find several varieties of flying monsters. The rivers that mark the frontier with Ebbing and Metinna also host their own assortment of aquatic horrors, and within the country's forests one may encounter beings such as [leshen druids](#) or [dips](#).

This does not mean Maecht is a relatively safe land — it is not. For although it lacks an overabundance of non-subterranean monsters, the subterranean and semi-subterranean ones continue to pose a threat from time to time.

Furthermore, Maecht is home (possibly the region on the western coast where they are most common) to many [nemeta](#), which causes these tree-like entities to call monsters to defend them, despite the land appearing “*more or less*” safe. As a result, it is not unheard of for horrors entirely unknown even to witchers to be drawn to them.

Non-Humans

Non-humans, just like in the rest of the territories that are or once were part of the Nordling cultural sphere, unfortunately suffer from discrimination. In Maecht, however, they are slightly better positioned compared to the usual second- or third-class citizenship present in other Nordling lands, mainly because they maintained a notable demographic presence thanks to their reproductive capacities being almost as fast as those of humans.

However, in the kingdom you would not find the commonly seen non-humans of other Nordling territories — no [dwarves](#), [elves](#), or [gnomes](#). Instead, Maecht was home to different kinds of non-humans: primarily halflings (as they appeared there during the First Conjunction) and various types of goblinoids with differing degrees of assimilation. In fact, it was in Maecht that scholars coined the very classification “*goblinoid*.”

This comparatively better social standing, aside from demographic strength, was also influenced by the nature of halflings and their ease of integration into human society, with the majority working in farming—something that prevented their confinement into [ghettos](#). Something similar happened with many of the different types of goblinoids present in the territory, although with more complications, as their integration was more urban in nature.

Thus, most ghettos in the country were composed of goblinoids and, occasionally, other non-human minorities (local or not), but rarely halflings.

Other types of non-humans beyond halflings and goblinoids also existed, as mentioned, but they did not hold the same demographic or social weight within Maechtian society.

Religion

Maecht is a unique country in this regard. It is the only Nordling nation that does not follow the decentralized [Nordling religion](#), but instead follows its own faith, which shows traces of the Nordling religion due contacts with its close neighbours and due to its likewise polytheistic nature. Notable syncretisms include goddesses such as Mari or Ilargi, combined respectively with the Nordling Melitele, Lilvani, and [Morrigan](#).

This religion is called Mariren Bidea (Jende language: *The Path of Mari*)—one of the few remaining vestiges, alongside personal names and toponymy, of, as mentioned before, the original human group inhabiting Maecht before the arrival of the

Nordlings, a people who were close allies of the halflings. The Jende (literally in their language, *The People*).

In recent years, however, both the Empire and the Nordlings have attempted to send missionaries and paladins to the region in order to convert the population to their respective religions, achieving only partial success.

Notable People

For the full list of Maechtian People see Category: Maechtian

Aristocracy

- [Akerspaark](#)
- Alia González
- Argentina González
- Egoitz
- Gorm González
- [Hoët](#)
- [Horm González](#)
- Maecht (king)
- Malvina González
- Nina González
- Orm González
- Paulina González
- Torm González
- [Rudiger](#)
- Valia González
- Waxo González

Criminals

- [Asse](#)
- [Mistle](#)

Trackers

- [Boreas Mun](#)

Notable Locations

Cities

- Maecht (city)
- Thurn

Forts

- Falirfu
- Rocayne

Hills

- Muiandia
- Muibeltza

Roads

- Coskevi
- Lustián

Towns

- Begoña
- Ibarra

Villages

- Dudno
- Vallaría

Trivia

- Part of Maecht's culture is inspired by the Spanish autonomous community of the [Basque Country](#)^[W], with additional influences here and there from other autonomous community such as [Castile and León](#)^[W] and [Castile-La Mancha](#)^[W] and countries such as [Argentina](#)^[W].

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